Five Dazzling Dozens Roulette Systems

Thank you for your order and congratulations on having acquired some of the most sophisticated systems ever developed for Dozens play.

This document offers you multiple systems and strategies from which you can chose in order to suit your betting style, your bankroll, the level of aggressiveness with which you would like to play, the goal you set yourself to win, and the limit you set on your losses. We shall also identify money management strategies which will ensure that you quit the game with your winnings in your pocket.

Terminology

Before we go into the detailed description of any system, let us define some terminology. I'll be referring to the 1st Dozen, consisting of the set of numbers 1-12, as Dozen 1; to the 2nd Dozen, consisting of the set of numbers 13-24 as Dozen 2; to the 3rd Dozen, consisting of the set of numbers 25-36 as Dozen 3. Similarly, I'll be referring to the left column consisting of numbers 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, as Column L, to the middle column consisting of numbers 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35, as Column M, and to the right column consisting of numbers 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, as Column R. As you know, those betting zones have all the same probability rate of occurrence (12/37 in European Roulette with a single zero, and 12/38 in American Roulette with a double zero) and the same rate of pay: 2 for 1.

Supposing we have the following numbers coming at a Roulette table consecutively: 34, 2, 23, 18, 1, 5, 7, 31, 27, 12. We identify these numbers as belonging to Dozens 3, 1, 2, 2, 1, 1, 1, 3, 3, 1 and to columns L, M, M, R, L, M, L, L, R, R respectively. We'll refer to zeros (either to single or double zero) as, simply, Dozen 0, or Column 0, if they show up (and they will).

The next thing we shall do is to write down at what stage each Dozen or Column shows up from their last appearance and we shall identify this with an appearance number. For instance, looking at the above sequence

example, Dozen 1 shows up the 2nd, 3rd, 1st, 1st, and 3rd times from its last appearance, assuming 34 was the very first number when we started to observe the scoreboard. Dozen 2 shows up the 3rd, and 1st times from its last appearance. Dozen 3 shows up the 1st, 7th, and 1st times from its last appearance.

Analysis

For the sake of simplicity, I shall talk for now about Dozens only rather than Dozens and Columns as they have the same probability. In order to understand the above better, let us register those numbers in the following table (Table 1):

Table 1

Number	Dozen	Dozen 1 appearance	Dozen 2 appearance	Dozen 3 appearance
34	3			1
2	1	2		
23	2		3	
18	2		1	
1	1	3		
5	1	1		
7	1	1		
31	3			7
27	3			1
12	1	3		

34 is our first number. It's in Dozen 3 and it shows up at first appearance (we register "1" under Dozen 3 appearance column, the column being the table column and not the Column bet). Then we look for the next appearance of Dozen 3. It shows up again 7 rows below, with the number 31. So we register 7 under column Dozen 3 appearance. And then, Dozen

3 (with number 27) shows up immediately the first time after the previous appearance (we mark 1 right below 7).

Similarly, we mark the rest of the table for Dozens 1 and 2, identifying first all Dozens and marking them under the Dozen column and then their appearances under the Dozen appearance columns. Once we have written down the Dozen numbers we no longer need to look at numbers, instead noting the distance between same Dozen numbers under column Dozen and registering their appearance number.

Analysing Dozen 1, we see that it appears on the second line, so we mark 2 under Dozen 1 appearance.
Then 3 rows below, Dozen 1 comes up again with number 1 (we mark 3).
Then it appears right away with number 5 (we mark 1).
Then it comes up again one row below with number 7 (we mark 1 again).
After that we count on 3 rows until its next appearance with number 12 (so we register 3).

Dozen 2 shows up the 3rd time at the 3rd row with number 23 (we mark 3 under column Dozen 2)
Then Dozen 2 appears immediately after with number 18 (we mark 1).
After that we don't know when it will show up again since we haven't played any more. Will it show up after 8 times, 11 times, 23 times? What do you think? Can we determine any kind of pattern from those 10 numbers? Maybe not a full pattern yet, but definitely we can start making some observations.

Appearances 1, 2, and 3 seem to hit very often. This is no coincidence. According to the millions of computer simulated sequences that I have run, they will show up 65% of the time. Don't misunderstand me. I don't expect you to go to the casino and play millions of spins. Usually people go and play a couple of hundred spins. There is, nevertheless, a trend that appearances 1, 2 and 3 will come very frequently. And sometimes a Dozen will not appear for a long time. The longest non-appearance of a Dozen that I have recorded was 23 times. That means, Dozen 2 may not show up again for up to 23 times and, maybe, even longer, who knows? You will see soon, when we begin to explain the first system, that we don't need to

worry about when Dozen 2 will show up again. We shall even capitalize at times on this feature. Remember that if Dozen 2 doesn't show up, that means that either Dozen 1 or Dozen 3 will show up at a more frequent rate (with a few zeros in between, of course). This brings us to the principle of our first system.

Betting Scheme

Let's say we bet $50 on any Dozen. If it comes up, you win $150 with a net profit of $100. If it doesn't come up, you lose $50. Say it doesn't come up and you increase your bet to $75. If it comes up, you win $225, and since you already bet previously $50, your total bet so far is $125, and your total profit is again $100. Say it doesn't come up this time either, and now you increase your bet to $125. Your total bet so far is $250. If you score a hit now, you get $375 with a profit of $125. If it doesn't come up for the third time, your loss is $250.

Table 2 below illustrates the above betting scheme:

Table 2

Bet Amount	Net Loss	Cash if Win	Net Profit
$50	$50	$150	$100
$75	$125	$225	$100
$125	$250	$375	$125

You will have seen that what I was trying to do was to get about the same amount of profit ($100) for the three betting amounts ($50, $75, $125) at any bet. At the end of the 3 sequences, if none of them won, you have a loss of $250. If we refer to the $100 as one unit, we can say, that during those 3 sequences if we win, we get 1 unit, and if we lose all those 3 sequences we lose 2.5 units.

Your betting unit doesn't have to be $100, if you find this too high. It can be as low as $4. Most on-line (internet) casinos allow you to place a

minimum of $1 bet on the outside betting zones. Then your betting sequence will be $2, $3 and $5, consecutively, as opposed to $50, $75, $125, as shown in Table 3 below. Note that the amounts of the sequence are proportional and 25 times lower.

Table 3

Bet Amount	Net Loss	Cash if Win	Net Profit
$2	$2	$6	$4
$3	$5	$9	$4
$5	$10	$15	$5

At some casinos $50 is the minimum bet for external betting, including the Dozens. There are, however, other casinos where you can place a bet of $25 and lower. If $50 is the minimum for external bets, then for internal bets, such as those on the numbers, the minimum may be as low as $5. Whatever the minimum, it is usually the case in the casinos that the internal bets on numbers are lower than the outside bets.

There is a tactic that I have developed to simulate an outside bet on a Dozen using inside bets. This is by placing 2 line (or double street) bets. Line bets are the ones covering 2 rows of 3 numbers or 2 street bets with one chip between the two streets and such bets pay 5 to 1. Thus, if you want to bet on Dozen 3, for example, you would bet one chip on a line bet covering the 6 numbers 31 to 36 and one chip on a line bet covering the 6 numbers 25 to 30. If Dozen 3 were to win you would pick up 5 chips on one of your line bets. In this way you have bet 2 chips and gained 4 (since you lost on the other line bet), which is the equivalent of a Dozen play. By doing this, your Dozen bet is as low as $10, instead of $50, and you benefit from the same strategy. Your betting sequence becomes $10, $15 and $25 (2 X $5, 2 X $7.5, if you can have $2.5 chips, and 2 X $12.5), or $20, $30, $50 as multiples of $10 chips on each line bet. Note that we always keep the same proportion, that is multiples of 2, 3 and 5 units for betting schemes, in order to have a constant unit gain of twice your first bet (if $50 then $100, if $2 then $4, and so on).

System 1

Now we are ready to put into action our first system. As you may have already guessed, we bet three times on the Dozen, using Table 2's betting scheme, or any multiple of the units in Table 3. In order to explain this system, we shall use Table 2, with $50 on the first bet. If you lose the first time, then bet $75. If you lose the second time, then bet $125. If you lose a third time, do not bet until that Dozen shows up again. When it does eventually show up, repeat the same betting scheme on the same Dozen. If you win on any of the three bets you will have a net profit of $100 on the first two and $125 on the third bet. When you win any one of the three bets, start over with $50 using the same 3 bet scheme of $50, $75 and $125.

Now, the question is on which Dozen do we decide to bet? The answer is on the one which gives the best results. This you can determine by observing about 20 spins and seeing which is the Dozen that has the most 1st, 2nd and 3rd appearances (or appearance numbers 1, 2 and 3). This will qualify as the best Dozen to bet on, the one which will show the best results. Statistics performed on several hundred spins show that one of the Dozens will qualify very well (that is, will have lots of 1s, 2s and 3s), another's performance will be mediocre (that is, will have a variety of 1's, 2's, 3's, and above), while the third one will perform very poorly (that is, have lots of appearance numbers 4 and above and noticeably fewer 1's, 2's and 3's).

In this system we may consider any appearance number of 1, 2, or 3 as a winning sequence that will give us 1 unit profit, and any appearance number of 4 and above as a loss that will reduce our net by 2.5 units. This is the one great advantage of this system. Any appearance number above 3 is considered as 1 loss only; thus, even if it's the 4th, 10th, 23rd or 45th time of appearance there is only one loss and not 4, 10, 23, or 45 losses. For this reason it doesn't matter too much if Dozen 2 doesn't show up for 23 times or 255 times: according to our system, we record only 1 loss at a price no greater than 2.5 units.

To help you understand this system better, look at Table 4 below which records the results of a real game sequence. Let's write down the Roulette numbers, identify to which Dozen they belong and the frequency of the Dozens' appearances. We'll also put a sequence number in front, to refer to it when we talk about how the Dozens perform.

Table 4

Sequence Number	Number on Roulette Spin	Dozen	Dozen 1 appearance	Dozen 2 appearance	Dozen 3 appearance
1	33	3			1
2	9	1	2		
3	21	2		3	
4	10	1	2		
5	30	3			4
6	14	2		3	
7	15	2		1	
8	28	3			3
9	11	1	5		
10	24	2		3	
11	23	2		1	
12	8	1	3		
13	4	1	1		
14	3	1	1		
15	8	1	1		
16	0	0			
17	13	2		6	
18	30	3			10
19	28	3			1
20	24	2		3	
21	18	2		1	
22	27	3			3
23	27	3			1

24	20	2		3	
25	5	1	10		
26	21	2		2	
27	26	3			4

Looking at each Dozen's appearance numbers, if we count the total number of 1s, 2s, and 3s as one group and we count the appearance numbers greater than 3 in another group, we'll get the following results:
Under column Dozen 1 appearance, we get a total of 6 for the group of 1s, 2s and 3s (there are 3 X 1s and 2 X 2s and 1 X 3), while we get a total of 2 (the 5 and the 10) for the group of numbers greater than 3. This means that, if we were betting on Dozen 1 only, we would win 6 units and lose 2 X 2.5, or 5 units, giving us overall +1 unit. Remember that every appearance of a 1, 2 or 3 gives us 1 unit and that any appearance number greater than 3 causes us to lose 2.5 units.

Under column Dozen 2 appearance, we get a total of 9 positive units (3 times 1 + 1 time 2 + 5 times 3) and 1 negative unit (the 6), giving us overall 9 - (2.5 X 1) = +6.5 units, if we were to bet on Dozen 2.

Under column Dozen 3 appearance, we get 5 positive units (counting the 1s and 2s and 3s together) and 3 negative units (counting any appearance number above 3), giving us overall +5 - (2.5 X 3) = 5 - 7.5 or -2.5 units. Here we would have lost 2.5 units, if we had bet on Dozen 3 only.

Remember what we said about the different performances of the Dozens. Usually one Dozen performs well, giving us lots of 1s, 2s and 3s (appearance numbers). Here, this matches the case of Dozen 2. A second Dozen gives a mediocre performance with a few appearances greater than 3 in addition to the 1's, 2's and 3's. Here this is the case of Dozen 1. A third Dozen performs poorly, as in the case of Dozen 3.

The first 9 sequences of the game gives us a good indication of how the Dozens might perform and so we chose to bet on Dozen 2, starting at sequence 10. Look back at Table 4 and you will see that there are 6

positive appearances (the total of 1s, 2s and 3s after sequence 10), and 1 negative appearance (the 6 which shows up at sequence 17). This gives us +6 - 2.5 = +3.5 units.

If we were to bet at $100 a unit as per the betting sequence in Table 4, we would earn a profit of $350 in 17 spins (from sequence 10 to 26).

We never bet more than 3 times in a row. The first bet is $50, the second $75 and the third $125. If we lose after the third bet, we don't bet until the Dozen of our choice shows up again.

Let's take a closer look at the betting details of the sequence in Table 4. We observe the first 9 sequences without betting and we decide to go for Dozen 2.

- **At sequence 10 we bet $50 (on Dozen 2). Number 24 comes up. We win. Our net profit is $100. Since we won first time, we start the betting sequence over again from $50.**
- **At sequence 11 we bet $50 (always on Dozen 2) and number 23 comes up. We win again. Our net profit for this sequence is $100, overall net +$200.**
- **At sequence 12 we start betting $50 again. Number 8 comes up. We lose $50. Our overall net is +$150.**
- **At sequence 13 we increase our bet to $75. Number 4 comes up. We lose $75. Overall net is +$75.**
- **At sequence 14, we increase our bet to $125. Number 3 comes up. We lose another $125. Our overall net is -$50.**
- **Since we have now bet 3 times and lost, we don't bet until Dozen 2 comes up again at sequence 17 with number 13. Now we restart betting on Dozen 2 with $50 at sequence 18. Number 30 comes up. We lose. Our overall net is -$100.**
- **We increase our bet to $75 at sequence 19. Number 28 comes up. We lose again. Our overall net is -$175.**
- **We increase our bet to $125 at sequence 20. Number 24 comes up. We win and cash $250. Our overall net jumps to +$75.**
- **Since we won we start betting with $50 again at sequence 21.**

Number 18 comes up. We win, cashing $100 more. Our overall net goes up to $175.

- **Since we won we start betting with $50 again at sequence 22. Number 27 comes up. We lose $50. Our overall net comes down to $125.**
- **We increase our bet to $75 at sequence 23. Number 27 comes up again. We lose another $75. Our overall net is now $50.**
- **We increase our bet to $125 at sequence 24. Number 20 comes up. We win and cash $250, increasing our overall net to +$300.**
- **Since we won we start betting again with $50 at sequence 25. Number 5 comes up. We lose $50. Our overall net falls to +$250.**
- **We increase our bet to $75 at sequence 26. Number 26 comes up. We win, cashing $150. Our overall net now stands at $400. <u>This is a good time to quit</u>! Note that the overall net is $400 instead of the predicted $350. This is due to two $125 profit sequences we had, instead of two $100 ones. An extra cash bonus!**

I recommend strongly, and I cannot emphasize this enough, that you should leave the Dozen when you have made a decent profit, such as 3-5 units, since these winning streaks behave like a wave. And that wave goes up and down. That is, the performance of each zone will change from time to time. You may find a Dozen with a winning wave for 20-30 spins, then the Dozen will have multiple appearance numbers greater than 3. At this stage, you must observe the performance of each Dozen. A winning wave will go from one Dozen to another. You may identify a new opportunity with a new Dozen or, if you are able to register previous spins on other tables, you may want to navigate to a Dozen on another table once you identify a winning wave, or multiple sequential appearances of 1s, 2s and 3s. Then you catch a new wave, get on to it, win 3-5 units, quit that Dozen and then look for further opportunities.

<u>Money Management Strategies</u>

Now, what happens if you think one Dozen is going to belong to a winning wave according to your trend analysis and you get on and suddenly the wind changes and you encounter a loss, then another loss. Two losses

would mean -5 units (2.5 each). At this time it is best to abandon the Dozen and look at the performance of other Dozens at the same table or at other tables altogether. This way you limit your losses to not more than 5 units that you may either recover with other winning waves, or you may quit for the day and try the system some other time. In order for this system to work you need to catch a winning wave with a rate of at least three times the 1st, 2nd, and 3rd appearances of a Dozen more than the appearance numbers greater than 3. If you are on a good flowing wave, and there are many of them, you can stay on it for as long as you wish until you encounter your first loss. This way the possibility of winning is open-ended and you will accumulate 1 profit unit at a time, until 1 loss of 2.5 units occurs, at which time you should quit with your winnings in your pocket.

System 2

Having observed 20-30 spins, if you see that you are encountering too many losing appearances (appearance numbers greater than 3) between winning ones (1's, 2's and 3's) in all three Dozens, it may be necessary to resort to a different system strategy. This leads us to our next system, to which I shall refer as "buy back 1 loss" whereby a second set is added to the betting scheme. You start by betting 3 times again with the $2, $3, $5 betting scheme (or any multiple thereof). If you lose that sequence, you wait until the Dozen shows up again. This time you bet three times again but you increase the betting units by 4 times, that is to $8, $12, and $20. If this second sequence wins, then you have gained back the loss you had on the previous scheme ($2, $3, and $5). This feature is illustrated in Table 5 below:

Table 5

First set of 3 bets:

Bet Amount	Net Loss	Cash if Win	Net Profit
$2	$2	$6	$4

$3	**$5**	**$9**	**$4**
$5	**$10**	**$15**	**$5**

<u>Second set of 3 bets:</u>

Bet Amount	Net Loss	Cash if Win	Net Profit
$8	**$18**	**$24**	**$6**
$12	**$30**	**$36**	**$6**
$20	**$50**	**$60**	**$10**

If you win at the second stage of this betting scheme, using the second set of the 3 bets, note that your overall profit also increases by a factor of 2.5. After all, if you take a higher risk, you might as well increase the profit level.

To demonstrate this, let us look at Table 4 and say we are betting on Dozen 3 this time.

- **At sequence 1 we bet $2, number 33 comes up, we win and record +$4.**
- **At sequence 2 we bet $2, number 9 comes up, we lose and record +$2.**
- **At sequence 3 we bet $3, number 21 comes up, we lose and record -$1.**
- **At sequence 4 we bet $5, number 10 comes up, we lose and record -$6.**
- **At sequence 5 we don't bet. We wait until Dozen 3 shows up again, which happens at this sequence 5 (with number 30).**
- **At sequence 6 we apply the second set of the betting scheme in the attempt to buy back the loss we had at sequences 2, 3 and 4. We bet $8, number 14 comes up, we lose and record -$14.**
- **At sequence 7 we bet $12, number 15 comes up, we lose and record -$26.**
- **At sequence 8 we bet $20, number 28 comes up, we win and record +$14 (we have bought back the previous loss).**

- **At sequence 9 we go back to the first set of the betting scheme. We bet $2, number 11 comes up, we lose and record +$12.**
- **At sequence 10 we bet $3, number 24 comes up, we lose and record +$9.**
- **At sequence 11 we bet $5, number 23 comes up, we lose and record +$4. We lost on the first set.**
- **At sequence 12 we don't bet until Dozen 3 shows up again, until sequence 18, at its 10th appearance with number 30.**
- **At sequence 19 we start the second set again. We bet $8, number 28 comes up, we win and record +$20 (we have bought back again the previous loss we had at sequences 9, 10 and 11).**
- **At sequence 20 we bet $2, number 24 comes up, we lose and record +$18.**
- **At sequence 21 we bet $3, number 18 comes up, we lose and record +$15.**
- **At sequence 22 we bet $5, number 27 comes up, we win and record +$25.**

- **At sequence 23 we bet $2, number 27 comes up, we win and record +$29.**
- **At sequence 24 we bet $2, number 20 comes up, we lose and record +$27.**
- **At sequence 25 we bet $3, number 5 comes up, we lose and record +$24.**
- **At sequence 26 we bet $5, number 21 comes up, we lose and record +$19.**
- **At sequence 27 we don't bet until Dozen 3 shows up again, which it does at this very sequence (27).**
- **At sequence 28 we bet $8, attempting again to buy back the previous sequence's loss, and so on.**

Money Management Strategies

With this "buy back 1 loss" strategy we were able to increase our profit without being affected by a -2.5 unit loss. This strategy is good until you

encounter two consecutive loss sequences. Using the "buy back 1 loss" strategy, you would then limit your losses to -10 units, should you encounter a double loss right up front. Otherwise, with a good trend analysis, you will be buying back multiple single losses and your profit units will far exceed 10. In this way you can go on playing with confidence, winning sequence after sequence until you encounter a double loss when you should leave with a plus balance.

System 3

If the registering of spins from multiple tables and the ensuing performance analysis do not appeal to you, you may want to apply this system by "buying back 2 losses" with 3 sets of betting schemes: $2, $3, $5, then $8, $12, $20, and then $32, $48, $80. This system increases greatly your chances of winning, but also it increases both your investment and risk level. For this reason I would recommend you to use this system with lower amounts, starting with the smallest possible unit value, as the betting amounts will escalate from one set to another. The profits are also adjusted to show an increase from one set to another in order to compensate the loss of the previous sets. Table 7 illustrates the three consecutive betting sets.

Table 7

First Set:

Bet Amount	Net Loss	Cash if Win	Net Profit
$2	$2	$6	$4
$3	$5	$9	$4
$5	$10	$15	$5

Second Set:

Bet Amount	Net Loss	Cash if Win	Net Profit

$8	**$18**	**$24**	**$6**
$12	**$30**	**$36**	**$6**
$20	**$50**	**$60**	**$10**

Third Set:

Bet Amount	Net Loss	Cash if Win	Net Profit
$32	**$82**	**$96**	**$14**
$48	**$130**	**$144**	**$14**
$80	**$210**	**$240**	**$30**

With this system, you will be able to buy back two consecutive losses (and a loss here still means an appearance number greater than 3), with a higher profit margin.

Money Management Strategies

You must decide if you are comfortable with this increased risk ($210) to make a profit of $30 by buying back 2 loss sequences. In the event that you encounter a triple loss sequence, then you would be losing 52.5 units ($210/4, as $4 is one unit), which would be hard to recover. Triple losses are rare, but the possibility always exists, for example, you may have strayed into a Dozen with a mediocre performance, perhaps the performance of a particular Dozen suddenly changes negatively, or again you may simply have stayed too long on that Dozen. By a triple loss we mean 3 consecutive occurrences of appearance numbers greater than 3. For example, Dozen 2 shows up the 8th time, then the 5th time, then the 14th time. That means within 8 + 5 + 14 = 27 spins, Dozen 2 shows up only 3 times. Very unlikely, but possible. If you are playing with very small units, it might be fun to try this system and you will see that most of the time you will win, if you have made the right choice on a Dozen after observing its performance over multiple spins. The likelihood of losses is not so great. However, the risk factor is higher. Chose the system which

best suits your betting style.

System 4

If you conclude by your observations that appearance numbers fall more between the range of 4-10 rather than 1-3, which could happen at some tables (this is referred to as "variable Dozen behavior"), then this system comes in handy. Here you employ a strategy of betting multiple times, that is more than 3 times in a row, until the Dozen you are betting on finally shows up. This may look a little like the classic Martingale system. However, the profit we aim to make is not 1 unit only but a steadily increasing one. Those who are not familiar with the Martingale progression should consult Table 8.

Table 8

Sequence number	Bet Amount	Net Loss	Cash if Win	Net Profit
1	$1	$1	$3	$2
2	$1	$2	$3	$1
3	$2	$4	$6	$2
4	$3	$7	$9	$2
5	$4	$11	$12	$1
6	$6	$17	$18	$1
7	$9	$26	$27	$1
8	$14	$40	$42	$2
9	$21	$61	$63	$2
10	$31	$92	$93	$1
11	$47	$139	$141	$2
12	$70	$209	$210	$1
13	$105	$314	$315	$1
14	$158	$472	$474	$2
15	$237	$709	$711	$2

As you can see, the losses may escalate to huge amounts, only to make a $1 or $2 profit, if you win within the first 15 bets. Furthermore, if you lose all 15 sequences you will end up with a loss of $709 (or multiple of this figure depending on your unit value).

Table 9 illustrates the betting scheme of my system. You start with low betting amounts and increase these so as to increase your profit and win.

Table 9

Sequence	Bet Amount	Net Loss	Cash if Win	Net Profit
1	$1	$1	$3	$2
2	$2	$3	$6	$3
3	$4	$7	$12	$5
4	$8	$15	$24	$9
5	$15	$30	$45	$15
6	$26	$56	$78	$22
7	$43	$99	$129	$30
8	$69	$168	$207	$39
9	$108	$276	$324	$48
10	$164	$440	$492	$52
11	$250	$690	$750	$60

As you can see, this system gives you 11 betting chances to end up with a profit. The later you win during the 11 sequences, the higher profit you make, unlike the Martingale progression which leaves you with only 1 unit profit despite the huge investment. This is good as long as you don't lose 11 times in a row. One classic way to relieve this is not to bet for a few spins, a practice referred to as "null bets". You wait until one Dozen doesn't show up for at least 10 times, then you bet on it using the Table 9 sequence above. If that Dozen finally shows up, at say the 18th time, you will then be making a profit of $39.

In real casinos, it is possible not to bet for a few spins, observe and only join the table when you are ready to do so. Some casinos will expect you

to place bets every time you sit at a table. As far as internet casinos are concerned, some systems will wait until you place your bets and click on the spin button. Some other systems will allow you to play with 0 chips, which may be considered as null bets, until you decide to play with real money.
The table's minimum and maximum betting limits must also be taken into account. Usually, in real casinos, the betting maximum on the outside bets is 10-20 times the allowed minimum, i.e. minimum $50, maximum $1000; or minimum $25, maximum $250. However, I've seen on-line casinos that allow a minimum bet of $1 and a maximum of $250. In this case, the figures in Table 9 apply. If this is not so, you should use some multiple of the figures in Table 9. You may also want to use my aforementioned tactic to simulate Dozen play with line bets to reduce the amount of the minimum outside bet by a factor of 3.

If you wish to play with this system at higher unit values, the following table illustrates a very aggressive betting scheme:

Table 10

Bet Amount	Net Loss	Cash if Win	Net Profit
$50	$50	$150	$100
$100	$150	$300	$150
$200	$350	$600	$250
$350	$700	$1050	$350
$600	$1300	$1800	$500
$1000	$2300	$3000	$700

The betting scheme in Table 10 also risks a big amount; however, the payoff is also big and not limited to 1 unit only, as in the case of the Martingale progression. You risk $2300 to make a net profit of almost one third of the amount ($700) and you have 6 chances to do so. If the longest non-appearance of a Dozen were to take some 20 or more spins, you would have to wait for at least 18 times before you attempt to use this betting

scheme on a Dozen. If you have the patience to do this, be my guest. But remember it may take a long time to wait for this to happen. It may happen 2-3 times during the day on a specific table, but if it's going to give you at least $1000 profit, it may be worth it to take the time to wait for this opportunity. It may even be fun watching other people using their strategies!

Money Management Strategies

This is the system with which you may end up with the greatest profit, but also with the greatest loss if not managed properly. With reference to Table 9, let's say you play the system for about 20 times and your winnings occur at sequences between the 5th and the 9th times (Dozen's appearance numbers), averaging a profit of $30 per betting sequence. This will give you an overall profit of about $600. Depending on your overall net profit, you might dare to bet more, i.e. up to the 11th time. If you have accumulated a profit that will exceed your maximum loss amount ($690 on the 11th bet in Table 9), then you can try this system again until a loss occurs once and you will still end up with a profit. Even better, you decide to quit and pocket your winnings without risking the maximum loss.

The same principle applies to the aggressive betting scheme. If you have accumulated a profit of $3500 over 10 winnings averaging a profit of $350 each, you may dare to play on, risking a loss of $2300. You will still end up in a profit of $1200, but why not leave with your $3500 winnings intact? I recommend that you use this system when winning a few sequences and that you quit while you are still ahead.

System 5

The last system I shall cover is one of the safest ones if you are satisfied by making one unit profit at a time. It's a slower pace but much easier on your blood pressure!

If you observe various scoreboards and register the outcomes at different

tables, you will find that the Dozens alternate. But because of the unpredictable nature of Roulette, you will also see that the same Dozen repeats itself quite frequently. We shall capitalize upon this fact in this system and bet on repeating Dozens with the understanding that they will repeat themselves sooner or later. The sooner they repeat themselves, the sooner you will win but even if such repetition takes time you will still end up with a profit of one or two units at the end of the betting sequence.

The way it works is quite simple. You bet one unit on a Dozen that just came up. For example, if number 21 comes up, you bet on Dozen 2. If your bet is successful you win that sequence with a 2-unit profit and start over again betting one unit. If you lose you increase your bet by one unit. When you win after a sequence of a few losses, your betting unit becomes the amount that is sufficient to make an overall net profit of 1 or 2 units when you win the next bet.

The best way to understand this is again by means of an example. Please refer to Table 4 on page 5 and note the sequence of events:

- **At sequence 1 we observe number 33, which belongs to Dozen 3, coming up.**
- **At sequence 2 we bet $1 on Dozen 3 (the same Dozen that appeared previously) but number 9 comes up and we lose, recording a net of -$1.**
- **At sequence 3 we bet $1 on Dozen 1 (since the 9 came up at sequence 2) but number 21 comes up and we lose, recording a net of -$2. We have bet $1 in sequence 3, because had we won we would have recorded a net of +$1 at the closing of that sequence.**
- **At sequence 4 we bet $2 on Dozen 2 (if we win, we record a net of +$2); number 10 comes up, we lose, recording a net of -$4.**
- **At sequence 5 we bet $3 on Dozen 1 (we have increased our bet by 1 unit only); number 30 comes up and we lose, recording a net of -$7.**
- **At sequence 6 we bet $4 on Dozen 3, number 14 comes up and we lose, recording a net of -$11.**
- **At sequence 7 we bet $5 on Dozen 2, number 15 comes up and we win; we cash $10 with a net of -$1.**
- **At sequence 8 we bet $1 on Dozen 2 ($1 is all we need to close this**

sequence at +1 unit, as opposed to the $6 required by the numerical progression), number 28 comes, we lose, our net is -$2.

- **At sequence 9 we bet $2 on Dozen 3, number 11 comes up and we lose, recording a net of -$4.**
- **At sequence 10 we bet $3 on Dozen 2, number 24 comes up and we win, recording a net of +$2, closing this sequence.**
- **At sequence 11 we start over by betting $1 on Dozen 2, number 23 comes up and we win, recording a net of +$2.**
- **At sequence 12 we start over again by betting $1 on Dozen 2, number 8 comes up and we lose, recording a net of -$1.**
- **At sequence 13 we bet $1 on Dozen 1, number 4 comes up and we win, recording a net of +$1, terminating this sequence, and so on.**

Our overall profit so far is the sum of all closed sequences at $1 or $2 profit, that is +1, +2, +2, +1 = $6 or units within the first 13 spins.

Money Management Strategies

If you look further down in Table 4, you will see that the Dozens repeat at sequences 14, 15, 19, 21 and 23. If you put this strategy into practice, you will see that such repetitions make it possible for you to accrue more profit units. By observing Roulette tables in casinos you will see certain Dozens and Columns (L, M, R) repeat themselves many times. Before you play, just stand near a table with pen and note pad and record a series of consecutive spins, and then see how well you would have done had you been applying this system. Once you have gained enough confidence in your win potential, go for it. You will see that you will get positive results. But remember not to stay at that table for too long. You never know when that table will turn against you and the Dozens or Columns will not repeat that often. Make sure that you set yourself a limit on the amount of units you can afford to lose and be sure to quit if this happens. Once you have made the profit you set for yourself, go home with your winnings and rejoice in your good decision.

Summary and Conclusion

Now you are acquainted with multiple Dozen betting systems and strategies. You will make the right decision on which system to employ by analysing the performance of the Dozens or Columns as set out above. If you observe sustained patterns of appearance numbers 1, 2 and 3 you can use System 1, gathering multiple one unit profits at a time with some losses in between (on the appearance of numbers greater than 3) which will reduce your net profit by 2.5 units from time to time. If you observe single appearance numbers greater than 3 followed by 1 or 2 or 3, you can use System 2, with the "buy back 1 loss" strategy. This will give you more profit units. You would lose 10 units if you encounter two consecutive losses, that is appearance numbers greater than 3. If you observe too many combinations of appearance numbers 1, 2, 3 and greater, you might use System 3, with the "buy back 2 losses" strategy, but with lower unit values as losses can escalate if you encounter a triple loss. System 4 can be used if you observe multiple appearance numbers between 10 and 20. Then you use the 10 "null bets" strategy, that is, wait until a Dozen doesn't show up for 10 times before you use System 4. This system must be used cautiously as the losses can escalate to high amounts. System 5, which is a lower risk one, will give you one to two profit units at a time, although by increasing your bet by only 1 unit may also cause considerable losses if Dozens don't repeat for a long time. If this happens you should set a limit on the loss you can afford to accept and either try the system at another time or try another system that might suit better.

You may want to combine strategies from one system with those of another. For instance, if you observe that Dozens repeat very often, which will occur at some tables partly because of the very nature of the game, or even because of the croupier's signature, you may want to combine the betting scheme of System 5 with that of System 4. This will mean that you will bet on repeating Dozens, using the betting scheme in Table 8, instead of increasing by one unit at a time. In so doing, you may make your profits faster but you would certainly be taking a greater risk. There will be times a Dozen won't repeat for a while. The longest streak that I have recorded is 19. If you are going to use this strategy you may wish to make at least 5 null bets, i.e. wait until 5 different Dozens show up, before you start betting on the same Dozen that just came up. If you do this you will lose the advantage of Dozens repeating themselves consecutively. If you don't

want to lose this advantage you must bet on every spin for a repeating Dozen. The choice is always yours and depends on how you analyse the performance at a particular table.

When you use the system 5 as is, you have a chance to recover a long losing streak of 11-14 sequences. Every time you win you close the gap on your overall net and reduce the bet amount, until you finally close the sequence with your unit profit. You may recover from a very long losing streak of 19 sequences, but you do risk losing all your bankroll along the way. You should quit as soon as you have reached the limit you have set for your losses. Similarly, once you have accumulated the profit amount that you have set for yourself, leave with your winnings in your pocket.

I wish you lots of winnings by using the Dazzling Dozens Roulette Systems and hope you enjoy the game to the utmost.

Izak M.

Why casino executives fight mathematical gambling systems

Casino Gambling Software: Baccarat, Blackjack, Roulette, Craps, Systems, Basic Strategy

Software for Lottery, Lotto, Pick 3 4 Lotteries, Powerball, Mega Millions, Euromillions, Keno, Horse Racing, Blackjack, Roulette, Baccarat, Sports Betting, Gambling, Probability, Odds, Statistics, Mathematics

Download the Best Software for Lottery, Gambling, Lotto, Powerball, Mega Millions, Euromillions, Horse Racing, Blackjack, Roulette, Sports Betting, Probability, Statistics

